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PRINCESS TOMATO

In the Salad Kingdom



OPERATION MANUAL

NES-RT-USA



PRINCESS TOMATO IN THE SALAD KINGDOM™

THANK YOU!
YOU HAVE JUST MADE A PERFECT CHOICE BY SELECTING
AND PURCHASING THIS QUALITY HUDSON SOFT PRODUCT

Thank you for selecting PRINCESS TOMATO IN THE SALAD KINGDOM.™
In order to insure your full enjoyment of this game, we recommend that
you read the manual carefully and follow its instructions and suggestions.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.



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WARNING

WARNING! WARNING! WARNING! WARNING! WARNING!

- Because this is a precision tooled device, do not use or store it in extreme temperature conditions. Avoid hard shocks.
- Avoid soiling the connector terminals by handling or spilling liquids. Soiled connectors can cause system break down.
- Do not clean this device with alcohol, thinner, benzine or other volatile substances.
- Always turn the power off before inserting or removing cassette from the main system.
- We recommend that you play this game at a distance from the television screen.
- When engaged in prolonged bouts of game playing, we recommend that you rest for 10 or 20 minutes every two hours in order to avoid strain in your vision and general health.

GAME STORY

Welcome to the Salad Kingdom, where all fruits and vegetables live happily and peacefully. In downtown Saladoria by the great statue of Sir Cucumber, an old man named Percy tells a legendary tale of long, long ago.

"Our peaceful Salad Kingdom was once plagued by a terrible war, a life or death struggle between ourselves and the Farmies, who only wanted to buy, sell, and eat us!

Fortunately, good King Broccoli had the wisdom to protect and preserve the Salad Kingdom. King Broccoli abolished all segregation, so that everyone could live in justice and equality. He was respected and honored by each of his grateful subjects.

Except one! Minister Pumpkin and his power-hungry clan didn't approve of King Broccoli's rule. "Why should we pumpkins live on the same miserable level as the carrots and bell peppers? This means war!" declared Minister Pumpkin.

Soon afterwards, Minister Pumpkin built a grand castle, which he named for himself, at the foot of the Zucchini Mountains. He then established a new social order, with pumpkins lording it over everyone else! Under his powerful army and a cruel tax law, our innocent citizens suf-

fered. To top it off, he united with the dreaded Farmies and tossed anyone in jail who refused to obey his decrees.

Old King Broccoli and his daughter, Princess Tomato, formed an armed resistance in hopes of toppling Minister Pumpkin.

But Princess Tomato herself was kidnapped and confined to Minister Pumpkin's castle. Shortly thereafter, the poor King, stricken with grief, passed away. His subjects mourned their loss and prayed for the safe return of their beloved princess.

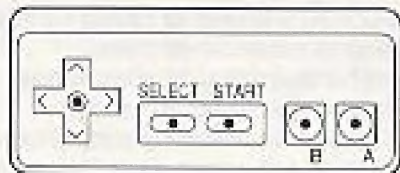
Yet, to everyone's dismay, Minister Pumpkin announced the engagement of Princess Tomato to his own son!

With the wedding day fast approaching, the noble Sir Cucumber returned to the Salad Kingdom, only to learn of this horrible turn of events.

This, then, is the story of the Sir Cucumber and his heroic quest for justice with a young persimmon named Percy . . ."

GAME STORY

HOW TO USE THE CONTROLLER



1) Choose a command

2) Movement control in the cave

- | | |
|-------|--------------------------|
| Up | - Walk forward |
| DOWN | - Turn around behind you |
| LEFT | - Turn to your left |
| RIGHT | - Turn to your right |

3) Finger wars

- | | |
|------------|------------|
| UP or DOWN | - Stone |
| LEFT | - Scissors |
| RIGHT | - Paper |

SELECT

1) Choose to Continue or Start

A. BUTTON

1) Press to select

2) To continue with the message when it is shown

B. BUTTON

1) To cancel the command

START

1) Start the game

HOW TO PLAY

In Princess Tomato in the Salad Kingdom, you play the role of Sir Cucumber who begins an adventurous journey. You must gather information and items in order to rescue Princess Tomato. Please keep the following in mind:

- 1) Listen carefully to what people say. If you speak to the same person many times, he/she will sometimes remember what they had forgotten to tell you.
- 2) "LOOK" and "CHECK" very thoroughly. Go back to previous places. You might find something new.
- 3) Some hints might not make sense. But jot them down for later use. They will definitely come in handy.
- 4) Try out all the commands at one place. You'll be surprised what unexpected information you might gain.
- 5) Don't forget to "TAKE" items. All items can be "TAKEN", not just those given you.
- 6) Percy sometimes drops items accidentally. Be sure to check your items from time to time.

FINGER WARS

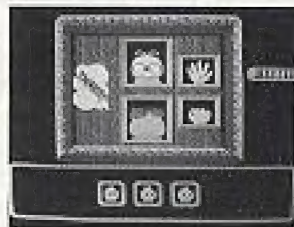
MUST READ

Throughout this game you will face many opponents, one by one, in a duel challenge called "FINGER WARS". A number of faces will display at the bottom of your screen. The face will disappear every time you win a match and gain a face when you lose. There are two stages to this battle:

STAGE I

On a count of three, choose one of the following forms by pressing the designated area on the movement control pad:

- | | | |
|---------------|-----------|---------------|
| a) UP or DOWN | /Stone | (a) beats (a) |
| b) LEFT | /Scissors | (b) beats (c) |
| c) RIGHT | /Paper | (c) beats (a) |



The opponent's hand will be displayed on the screen, changing from Stone to Scissors to Paper at high speed. When you choose one, it will stop simultaneously. If it's a tie, repeat Stage I. Otherwise proceed to Stage II.

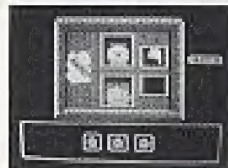
BEFORE PLAYING!

FINGER WARS

STAGE II

On a count of "try to . . . look . . . away," choose one of the following forms by pressing the designated area on the movement control pad:

- | | |
|----------|--------------------------------------|
| a) UP | Look Upwards/Point Upwards |
| b) RIGHT | Look To The Right/Point To The Right |
| c) DOWN | Look Downwards/Point To The Left |
| d) LEFT | Look To The Left/Point To The Left |



If you won in Stage I, you want to point in the same direction that your opponent's head is turned.

If you lost in Stage I, you want to look away from the direction in which your opponent is pointing.

The opponent's head or finger will rotate up, right, down, and left at high speed. When you press the one you choose, your opponent will stop simultaneously.

COMMANDS

MOVE:

TO MOVE TO ANOTHER LOCATION
Let's try to go to all the places possible. You might find something new even at the places you've been before.

LOOK:

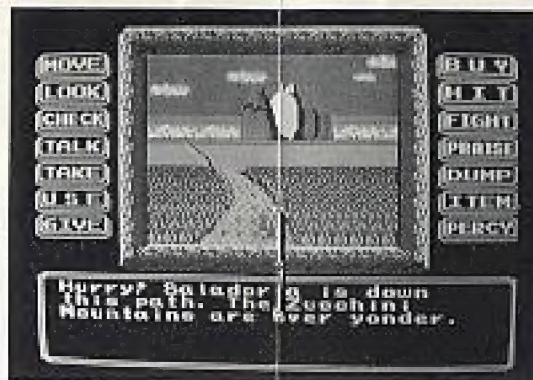
TO LOOK AT SOMETHING SHOWN ON THE SCREEN
Let's look carefully at each thing. Make sure you didn't skip anything.

CHECK:

TO CHECK A THING OR PERSON
Let's examine everything that you might come across. Just "looking" isn't enough sometimes.

TALK:

TO TALK TO SOMEONE
Many characters will give you some valuable information. If you talk to a person many times they might share some new facts.



TAKE:

TO TAKE AND KEEP SOMETHING THAT YOU FOUND
The item you found might not seem significant at the time. But if you don't take it, you will be sure to regret it later.

COMMANDS

USE:

TO USE AN ITEM YOU HAVE
If you use an item cleverly, you just might be able to get by a tough spot.

GIVE:

TO GIVE AN ITEM TO SOMEONE
Give the person what he/she wants. They might reveal some beneficial hints.

BUY:

TO BUY SOMETHING AT A SHOP
Shops sell many valuable or useless things.

COMMANDS

HIT:

TO HIT SOMETHING OR SOMEONE
If nothing happens even after you
"look" and "check", try hitting!

FIGHT:

TO FIGHT AN ENEMY
Try fighting "Finger Wars" when you
absolutely must beat an enemy.

PRAISE:

TO PRAISE SOMEONE
Make a person feel good by praising
him/her. Then weasel your way to
information.

DUMP:

TO THROW AWAY A WORTHLESS ITEM
You can move swiftly if you don't carry
so many things...

ITEM:

TO LOOK AT WHAT ITEMS YOU HAVE
Remember to check your items from time
to time.

Percy:

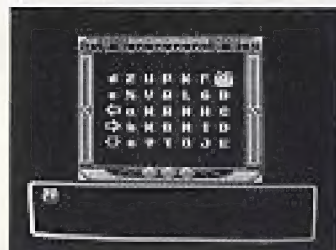
TO ASK PARTNER, PERCY, FOR SUGGES-
TIONS
He's sometimes quite helpful.

MESSAGE WINDOW:

All information will be displayed in this
window. Read carefully and be sure not
to overlook anything.

CONTINUE

In Princess Tomato in the Salad Kingdom, you're able to continue from the beginning of each area. For every area you clear, a password will be given. Be sure to write it down. Next time you play, simply select "CONTINUE", input the password, and start from the next area.

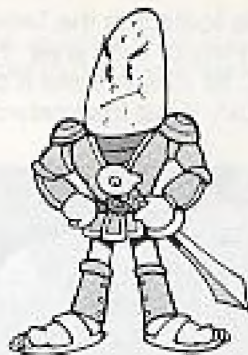


CHARACTERS OF PRINCESS TOMATO



Princess Tomato

Daughter of King Broccoli. She stands up against Minister Pumpkin's oppression but gets caught in his dark scheme, resulting in her own captivity. She's the key hope for Salad Kingdom.



Sir Cucumber

The courageous one in Salad Kingdom. Under the leadership of King Broccoli, he became a hero for fighting against the Farmies. He left his seat as a minister to become a warrior. He's always carried a secret love for Princess Tomato.

Percy

A shrewd one in the persimmon family. He was known as the master of "Finger Wars" in his village. He was arrested by Farmies but managed to escape.



Minister Pumpkin

The leader of the pumpkin clan. After naming himself Chief Minister, he brought agony and misery to all citizens. A very tough challenger in "Finger Wars".

FCC REGULATIONS

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J to Part 15 of FCC Rules which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Reposition the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-000345-4.

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MEMO FOR YOUR PASSWORDS

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.